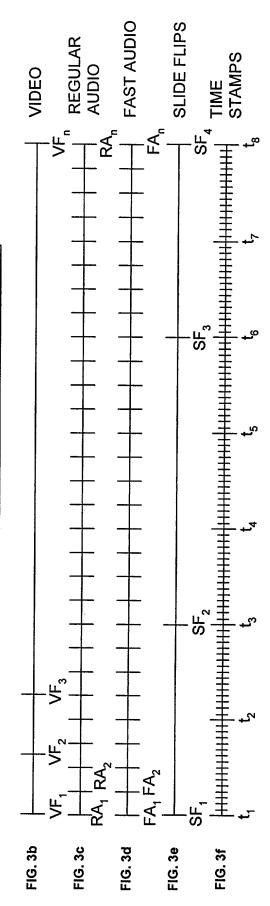


TIME STAMP OF DATA PLAYED	REAL TIME (TIME OF LATEST DATA CAPTURE + NETWORK LATENCY)	DEPENDENT ON USER REQUEST	DEPENDENT ON USER REQUEST	BEGIN: DEPENDENT ON USER REQ. & ut< rt END: WHEN ut = rt	
CONTENT DELIVERY SPEED	NORMAL	FAST (REVERSE TIME STAMP ORDER)	NORMAL	FAST	
DATA STREAMS	VIDEO, REGULAR AUDIO, SLIDE FLIPS	VIDEO, SLIDE FLIPS (SFn-1)	VIDEO, REGULAR AUDIO, SLIDE FLIPS	VIDEO, FAST AUDIO, SLIDE FLIPS	
MODE	LIVE	REWIND	PLAY	сатсн-иР	PAUSE

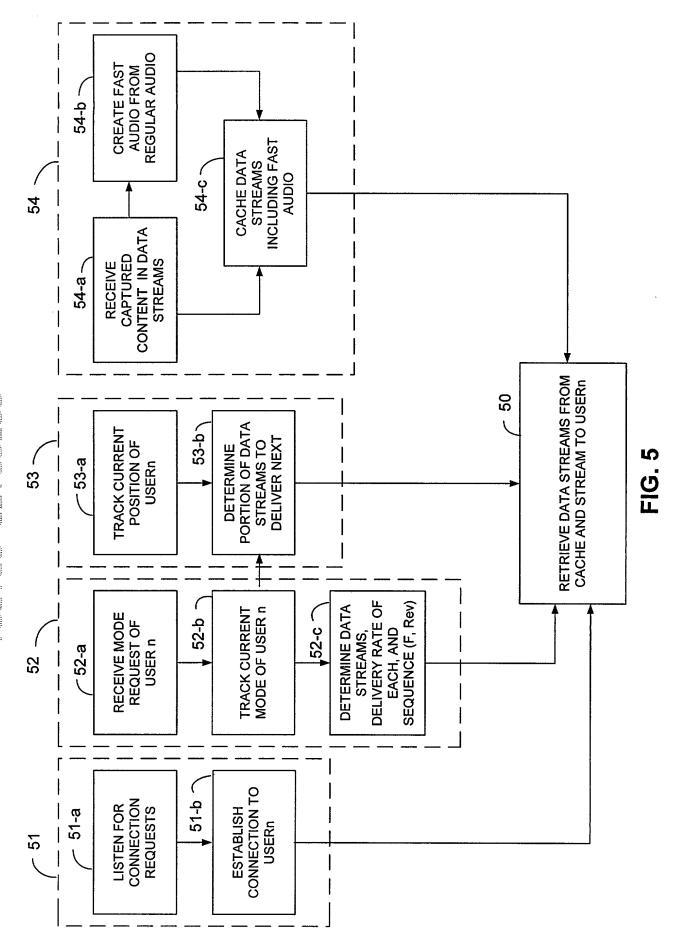
FIG. 3a



## **USER OBJECTS**

- 1. USER<sub>1</sub>, MODE, TIME STAMP
- 2. USER<sub>2</sub>, MODE, TIME STAMP
- 3. USER3, MODE, TIME STAMP
- •
- •
- n. USER, MODE, TIME STAMP

FIG. 4



	L T ºº		4							<u> </u>	REAL TIME	5
0	9. -t		† <sub>8</sub>	t, t <sub>8</sub> t <sub>9</sub> t <sub>10</sub>	t <sub>s</sub> t <sub>e</sub>	t <sub>5</sub>	t <sub>4</sub>	t, t <sub>2</sub> t <sub>3</sub>	t <sub>2</sub>	t	ADJUSTED TIME STAMP	
0	t <sub>10</sub>	t <sub>9</sub>	÷s.	t <sub>2</sub> t <sub>3</sub>	ť	t,	t	t2 t3 t2 t4 t4	t	t,	ORIGINAL TIME STAMP	
Т 5	> 6	>		VF2	VF1	VF1	VF2	VF <sub>1</sub> VF <sub>2</sub> VF <sub>3</sub> VF <sub>2</sub> VF <sub>1</sub> VF <sub>1</sub> VF <sub>2</sub> VF <sub>3</sub> VF <sub>9</sub> VF <sub>10</sub>	VF2	۷F	DATA DELIVERED	
	LIVE			PLAY		REWIND	REW		LIVE		MODE	

FIG. 6

